

2017 GLASAGSL CADET RULES

Field Setup**

- 1) The bases for Cadet level are at 55 feet
- 2) The pitching distance is 35' and is determined from the back point of home plate to the front of the pitching plate.
- 3) The circle is 16 feet in diameter.
- 4) All fields need to have running lanes going to First base
- 5) All fields should have coaches' boxes at First and Third
- 6) No buckets or stools on the field during play

**See last page for the field setup diagram

Playing Equipment

- 7) Cadets play with an 11" optic yellow softball with a 0.47 core and 375 lb compression.
- 8) Bats must be stamped with the USSSA certification seal.
- 9) All helmets must be equipped with a chinstrap and facemask that is approved by the National Operating Committee on Standards for Athletic Equipment and must be worn properly.
- 10) No steal cleats.
- 11) All players must be wearing their respective team uniforms to participate in a game. A minimal team uniform shall be defined as a set of matching shirts with numbers on the backs.

Game Rules

- 12) Each game shall consist of seven innings or a one and one-half hour time limit, whichever comes first. Any game called due to time limit will be considered a complete game. Once an inning has started, it must be completed regardless of the time limitation.
- 13) A team roster consisting of players first and last name and number and official batting order shall be presented before the start of each game, to the coach of the opposing team.
- 14) Managers, coaches and team members shall conduct themselves at all times while on the field or at the game site with propriety. (The use of profanity, alcohol or tobacco at the game site or in the presence of the players shall be considered as misconduct.
- 15) A copy of the league rosters will be available on the web site at:
<http://www.leaguelineup.com/glasagsl>
- 16) All teams shall have at least one responsible adult (not a player coach) at each game played.
- 17) The home team shall provide all umpires. YOU MUST USE 1 USSSA UMPIRE FOR HOME PLATE (MUST BE IN FULL GEAR AND BEHIND HOME PLATE AT THE TIME OF THE PITCH) AND ANY OTHER PERSON FOR THE FIELD IF THE HOME PLATE UMPIRE WANTS SOMEONE ON THE FIELD
- 18) Teams shall field no more than ten players for the Cadet division with no fewer than seven. As long as seven players can be fielded, there shall be no forfeit or rescheduling of the game. Teams fielding less than TEN players will not be penalized with outs at the empty spots in the batting order.

2017 GLASAGSL CADET RULES

19) All players will be listed on the batting order and will bat in that order. Any late arrivals to the game will be added to the end of the roster (batting order). There is free substitution on defense. Any player skipped will set out 6 consecutive outs.

20) There will be no pinch or courtesy runners in this league. If a base runner is injured, the player who made the last out may be substituted for the injured player.

21) NO infield fly rule

22) All play will stop upon injury to player.

23) An official game is four innings if called for weather (which is determined at the discretion of the umpire). If the home team is ahead in the bottom of the fourth (4th) inning it is official.

Pitching

24) Each team will provide their own pitching machine operator.

25) The pitching machine shall be setup with the front legs on the back of the circle. The ball shall come in as flat as possible at a speed of 32-36 mph. The batter will receive 5 pitches. If they foul off the last pitch they will continue to receive pitches until they swing and miss or put the ball in play.

26) A defensive player shall be positioned as the pitcher and shall field batted balls. The pitching machine operator shall not interfere with the play of the ball. Should the pitching machine operator interfere with a batted ball, the batter shall be declared out. If the ball hits the pitching machine operator it is considered to be a live ball and play shall continue.

27) The pitching machine operator may coach their batter players while they are batting. In the event of interference, the offensive base runner nearest home plate will be declared out.

28) The pitching machine operator may NOT coach their offensive players while they are on the field in the pitching position. In the event of assisting, the offensive base runner nearest home plate will be declared out.

29) A defensive player shall not give the ball to the machine operator until all play is dead.

(Please instruct your operators to keep their hands down so a child does not make an attempt to give it back to the operator prior to play ending.)

30) Pitchers in the Cadet division are limited to three innings. If a pitcher throws one pitch within an inning, they are considered to have thrown one full inning.

31) The player pitcher must be fully within the pitcher's circle and shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitching machine.

32) In an effort to assure that the operator does not determine the batter's ability to reach base, the following rules shall be enforced:

a. If a live arm pitch in the Cadet level hits a batter and the batter makes an attempt to move out of the path of the ball; the batter will advance to first base. If a machine pitch hits a batter, the ball will be declared dead and no advance of base runners will be allowed.

b. For Cadets, a batter will receive live arm pitches until they have put the ball into play, struck out or have received four balls. At the time they receive four balls what they do not have in

2017 GLASAGSL CADET RULES

strikes they will receive from the pitching machine. i.e. 4 balls 2 strikes. The girl would get 1 ball from the pitching machine. 4 balls 1 strike they would get 2 balls from machine and 4 balls 0 strikes they would get 3 balls.

c. The batter can still foul off the last pitch an unlimited number of times.

d. It is at the discretion of the umpire as to whether a pitch out of the machine is hittable or not. If a girl does not swing at a ball from the machine that is above or below the strike zone the umpire can declare no pitch and the batter will receive another pitch from the machine. **ALL BASE RUNNERS MUST RETURN TO THE BASE THEY WERE AT THE TIME OF THE PITCH.**

Batting

33) The offensive team shall be limited to seven (7) runs or three (3) outs per inning, whichever comes first.

34) A player shows the intention to bunt and then pulls back and initiates a full swing, the umpire shall declare a dead ball, the batter is called out and all base runners must return to the base they occupied prior to the dead ball call.

35) The go ahead rule is as follows:

e. 12 after 3

f. 10 after 4 and

g. 8 after 5

36) The tie breaker rule is as follows:

The last batter from the previous inning will go to second base and become a base runner. The next person in the line-up will bat and will continue to go through the line-up until three outs or seven runs have been scored. The opposing team will do the same until one team goes up by at least one run. You do NOT start with any outs.

37) Base runners starting at first or second shall be allowed to steal only one base per pitch from machine. Stealing home is not allowed. Base runners are only allowed to leave the base once the ball has crossed home plate. Catchers are encouraged to make a play on the steal. Runner overrunning any base while stealing must return to the base or may be tagged out. **THE ONLY WAY A RUNNER MAY ADVANCE FROM THIRD BASE IS BY A HIT BALL.**

38) Each team shall be permitted to station two defensive coaches on the field. Coaches must remain in foul territory and may not in any way interfere with any play or player. (You cannot touch a runner) First offense you will receive one verbal warning per team. If a second violation occurs for a team, that team's defensive coaches will be restricted to the bench.

Code of Conduct

39) At the rules meeting all coaches will sign a Code of Conduct and this will be considered their verbal warning. The first instance of misconduct at a game will result in that person being ejected from the game/facilities; the second instance at the game will result in an out for the team from which that person is associated with; the third instance at a game will result in a forfeit by

2017 GLASAGSL CADET RULES

the team that the person is associated with. This is at the discretion of the umpires as to what is unsportsmanlike conduct.

40) Coaches are responsible for the conduct of themselves, other coaches, their players and the spectators.

41) Any coach, assistant coach, umpire or attendee that is ejected will be reported and documented to their respective boards. After the second ejection they must come before the GLASAGSL Executive Board and abide by their decision. If you fail to appear before the Board any child you are associated with will not be allowed to play until you have appeared before the board.

42) The home plate umpire has the final decision on regarding all rules and plays.

43) Example Field Setup with coach's boxes and running lane to First base.

